



FINAL FLIGHT!

Imagine yourself at the controls of a small, single engine plane, 10,000 feet in the air, on your final approach to the runway and safety. You're running low on fuel, but your instruments show that you're on the glide path, and lined up with the runway. It's a beautiful, sunny day, and you can see the airport in the distance, across the grassy fields. The crosswinds, though, are tricky, there are other planes in the air, and it will take all your skill to land safely. You're coming down now, and the runway is getting closer. A bit left, OK, now lower the power, fine, now put down the landing flaps. Pull the nose up a bit more, you're a little low. Watch the power! Don't stall! OK. Here comes the runway. Your pulse quickens, and finally you hear the squeal of your tires on the pavement. You're down, but watch it, you're pulling right! Brakes! Brakes! Left more! OK, you've stopped, you've landed safely. Good job!

The first real-time flight and landing simulator for the ATARI and COMMODORE 64 computers is now available from MMG Micro Software. Written entirely in machine language, there are four levels of difficulty, and you may choose clear or foggy weather, with or without instruments, and with or without the real-time view from the cockpit. Multiple screen updates per second give a realistic feel of flying.

FINAL FLIGHT! requires 24K of RAM and is available on disk or tape. For ATARI and COMMODORE. Suggested retail price — \$29.95.

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